



The University of Southern Queensland

## Course Specification

### Description: Technology and Design

Subject	Cat-Nbr	Class	Term	Mode	Units	Campus
VIS	1021	20939	1, 2003	ONC	1.00	TWMBBA

<b>Academic Group:</b>	FOART
<b>Academic Org:</b>	FOA007
<b>HECS Band:</b>	1
<b>ASCED Code:</b>	100300

### STAFFING

Examiner: Sandy Pottinger

Moderator: Alexis Tacey

Team Members: Don Ballment, Gerry Bowe.

### SYNOPSIS

Much contemporary and innovative art practice involves new technologies such as computers. This is an introductory course designed in part to expose students to the electronic arts, so that they may be aware of, and begin to embrace these new technologies in their own art practice. Notions of design will be explored and expanded to include not only the production processes included, but also the organisational issues which underpin design. Health and safety issues pertaining to the art, design and technology industry will be addressed.

### OBJECTIVES

On successful completion of this course students will have:

- developed an awareness of the temporal and electronic arts used in contemporary art, craft and design practice;
- developed initial practical design skills in the use of some of these technologies;
- have basic knowledge and understanding of the health and safety issues and procedures involved, in the safe use of a variety of materials and processes that are particular to the visual arts/crafts field.

### TOPICS

Description	Weighting (%)
1. Through workshops and projects this course is designed to introduce students to new technologies in art practice. In exposing students to examples of electronic and temporal arts such as computers, they will gain an initial	100.00

understanding of the wide range of technology available to the contemporary artist/craftsperson. Image manipulation will be introduced through computer graphics. The aim is to encourage experimentation and participation in electronic and temporal art forms and to explore inter- disciplinary practice in other studio disciplines.

### **TEXT and MATERIALS required to be PURCHASED or ACCESSED:**

Books can be ordered by fax or telephone. For costs and further details use the 'Book Search' facility at <http://bookshop.usq.edu.au> by entering the author or title of the text.

These will relate to the individual programme of work as undertaken by individual students.

Workshop Procedures and Safety Data Sheets located in each Studio.

McCann, M 1992, *Artists Beware (Reserve Section in the Library)*, The Lyons Press, New York.

### **REFERENCE MATERIALS**

Reference materials are materials that, if accessed by students, may improve their knowledge and understanding of the material in the course and enrich their learning experience.

As recommended by the lecturer/s as well as regularly accessing appropriate professional journals and actual art works for study in exhibitions, or in state or private collections.

Space specific Health and Safety videos in the Library.

Arts Website

1996, *Multi Media: The Complete Guide*, DK Publishing, London.

Bevlin, M 1980, *Design Through Discovery*, Holt, Rinehart, Winston, New York.

Hearn, D and Baker, M 1994, *Computer Graphics*, Prentice Hall, London.

Itten, J 1973, *The Art of Colour*, Van Nostrand, New York.

Itten, J 1970, *The Elements of Colour*, Van Nostrand Reinhold, New York.

Jenner, D 1995, *Learn Desktop Graphics and Design on the P.C.*, Addison Wesley, London.

Kissick, J 1996, *Art: Context and Criticism*, McGraw-Hill, New York.

Kristoff, R, Satraw, P 1995, *Interactivity By Design*, Adobe Press, LA.

Lauer, D 1985, *Design Basics*, Holt, Rinehart, Winston, New York.

Nassal, M 1994, *Artists Complete Health and Safety Guide*, Allworth Ross, New York.

Ocvirk, O, Bone, R, Stinson, R, Wigg, P 1998, *Art Fundamentals: Theory and Practice*, McGraw Hill, Boston.

Preble, D & S 1989, *Art Form*, Harper & Row, New York.

Shedroff, N 2001, *Experience Design*, New Riders Publishing, London.

VeltHoven, W and Seijdel, S *Multimedia Graphics*, Thames & Hudson, London.

## STUDENT WORKLOAD REQUIREMENTS

ACTIVITY	HOURS
Laboratory or Practical Classes	72
Private Study	93

## ASSESSMENT DETAILS

Description	Marks Out of	Wtg(%)	Required	Due Date
CLASS PARTICIPATION	10.00	10.00	Y	03 Mar 2003 (see note )
DESIGN THEORY WORKBOOK	35.00	35.00	Y	09 May 2003
HEALTH AND SAFETY PROJECT	30.00	30.00	Y	13 Jun 2003
COMPUTER DESIGN PROJECT	25.00	25.00	Y	13 Jun 2003

### NOTES:

- . Class participation will be assessed in an ongoing manner throughout the semester.

## ASSESSMENT NOTES

- 1 Class participation will be assessed in an ongoing manner throughout the semester.
- 2 This is a graded course. Students must successfully complete all items of assessment. Marks in each course component will be added and a final grade awarded as per the Faculty's grading system. All components must be passed in order to successfully complete the course.

## OTHER REQUIREMENTS

- 1 Assessment requirements will be a schedule of journal records, articulation of concepts and art exploration, lectures, discussion tutorials, demonstrations, studio involvement and presentation of completed work.
  - 2 Assessment of projects/folio as required by individual Visual Arts staff in Health & Safety, Design, and Computer Graphics.
  - 3 It is essential from the point of view of sequential learning and understanding of workplace health and safety issues and practices that students aim at full attendance. Medical certification or appropriate documentation must be produced in cases of absence. Following assessment in the Health and Safety component of this course, a Certificate of Competency will be issued with respect to studio related health and safety procedures. Students must attain this Certificate in order to continue in the studio practice courses and have studio access.
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